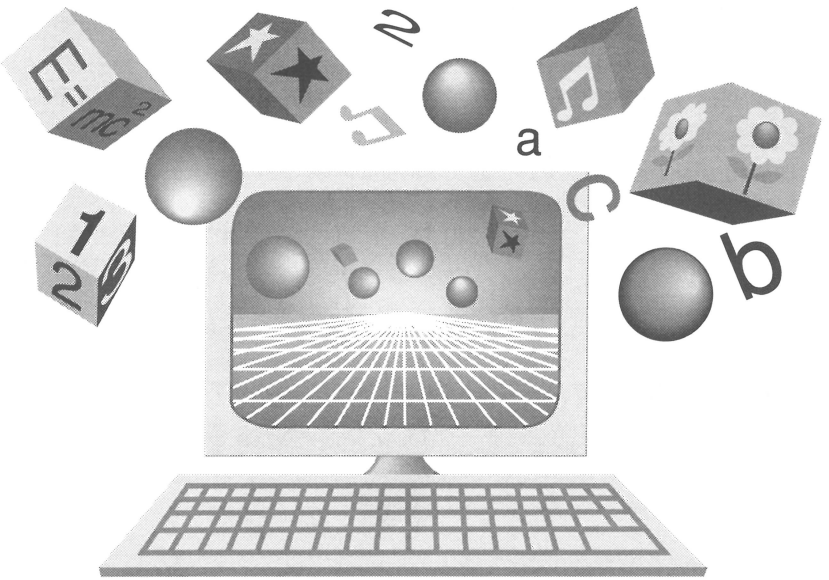
Chapter I

Troll

COURSEWARE

USER'S GUIDE

TROLL PRINTMAKER
Holiday Fun



Troll Micro-Software

TROLL PRINTMAKER
Holiday Fun
Micro User's Guide

SYSTEM REQUIREMENTS

1. Apple IIe (with at least 128K of RAM), IIc, IIGS, or Macintosh LC (with Apple IIe Card)
2. One disk drive
3. A TV set or video monitor (color is recommended)
4. A mouse is recommended
5. A graphics-capable dot matrix printer

Note: The 5.25" single-user version of this program includes one program disk and one Holiday Fun data disk. The 3.5" version has both the program and the Holiday Fun data combined on a single disk.

OVERVIEW

TROLL PRINTMAKER: Holiday Fun enables you to create and print pictures with holiday themes and other designs using shapes and borders. You can also choose from dozens of detailed seasonal and holiday pictures to print with the program. This creative tool supports the "Geometry and Spatial Sense" curriculum standards from *The Curriculum and Evaluation Standards for School Mathematics.* These guidelines, set by the National Council of Teachers of Mathematics (NCTM), recommend that students make drawings with geometric figures and manipulate shapes on a computer screen. This open-ended activity reinforces the basic geometric concepts of shape, size, and pattern.

THINGS TO NOTE BEFORE YOU START

Special Keys

	?	**Display Help screen**
CONTROL	X	**Return to the main menu**
CONTROL	O	**Turn sound On or Off**

You may access the Teacher Options, described on pages 10 & 11, by pressing **control-T**, either when you are asked if you want sound, when you are asked to choose keyboard, joystick, or mouse, or whenever the **MAIN MENU** or the **MAKE A PICTURE MENU** is displayed.

ATTENTION MACINTOSH LC USERS: You must go into the IIe Options Panel before you eject or insert a disk in an internal 3.5" drive. See the owner's guide that came with your Apple IIe Card for details.

IMPORTANT: In order to properly print a picture, the program needs to know the type of computer, printer, and interface you are using. Based on the type of computer used, the program makes certain assumptions about the other equipment. If you are using one of the following combinations (or a compatible printer or interface), the program will print.

COMPUTER	PRINTER	INTERFACE
IIc, IIGS	ImageWriter II	Printer Port
IIe	ImageWriter II	Apple Super Serial Card in slot 1
IIe	Epson FX-80	Apple Parallel Card in slot 1
Macintosh LC	ImageWriter II	Printer Port

The first time you use the program, you may wish to go through the program and print a picture to see if the "default" settings listed above work for your equipment. If they do not and you cannot print, then you will need to use Teacher Options (see the Teacher Options for Printing section on pages 10 & 11) to change a few settings. (NOTE: If you do not have a printer, or if you do not want your students to print, you can use Teacher Options to turn off printing.) You will only need to set the printer settings once for a particular computer and printer, since the program can save this information.

WARNING! If the printer settings are not set properly and you try to print, the program may "freeze." If this happens, reload the program and change the printer settings. You will be asked if you would like to save your new work before you print. This is always a good idea. If the program does "freeze," your work will not be lost if you have saved it.

Clicking and dragging

This program is designed around a point-and-click interface. This

guide frequently uses two terms — CLICK and DRAG — to explain the use of a mouse or joystick. (If you are using a keyboard alone, the program and this guide tell you what keys to use.) Clicking selects an item. To click, bring the pointing hand to the desired item, then press down and release the button. Dragging moves a movable item. To drag, bring the pointing hand to a movable item, then press and hold the button down. The item will move with the pointing hand as long as the button is held down. Release the button to drop the item when it is at the desired position.

Scroll windows

Scroll windows are used in several places to allow you to choose from a group of graphic items. To look through the group, click on one of the arrows in the upper right and upper left corners of the scroll window, or use the arrow keys. A small box inside the scroll bar moves as you look through the group. To jump through the group with a mouse or joystick, drag the box to the desired position, and the item corresponding to that position will be displayed.

Highlight menus

Highlight menus are used in several places to allow you to choose from a group of text items. A highlight menu has a list of items in a box, one of which is highlighted. You can move the highlight to a different item with the arrow keys or by clicking on the arrow buttons in the menu box. You can also click on the item to highlight it. To select the highlighted item, press **return** or click on the return button. You may also select an item in a highlight menu by clicking on it twice in rapid succession.

GETTING STARTED

If you are using a printer, make sure that it is connected properly, set the paper in place, and turn the printer on. If you are using a mouse or joystick, make sure that it is connected properly.

Insert the program disk into the disk drive with the label facing up. Turn on the monitor and computer. The light on the disk drive lights up as the program loads.

When the program has loaded, the Troll logo appears, followed by the title. Then you are asked if sound is desired, and reminded that

the program has a print option. Next, you are asked to choose the keyboard, mouse, or joystick. If you wish to use a touch pad, then choose the joystick.

After you have chosen the keyboard, mouse, or joystick, the **MAIN MENU** appears.

Main menu

Make a picture
READY-MADE picture (print only)
Load a saved picture
Credits
Quit

Move the highlight to your choice and press **return** or click on **Pick**.

Select **Make a picture** to create and print your own pictures. (See **MAKING A PICTURE**, below.)

Select **READY-MADE picture (print only)** to print a ready-made picture from the data disk. (See **PRINTING A READY-MADE PICTURE**, on page 10.)

Select **Load a saved picture** to load in a picture that you already saved onto a storage disk. (See **USING STORAGE DISKS**, on page 7.)

Select **Credits** to see the credit screen.

Select **Quit** to quit the program.

MAKING A PICTURE

Select **Make a picture** from the **MAIN MENU**. Then pick which set of backgrounds you want from the **BACKGROUND SETS MENU**. Use the scroll window to find the set you want. When that set is displayed, select it by clicking on it (or by clicking on **Pick**), or by pressing **return**.

Next, select the background you want to use for your picture. Use the scroll window to find the background you want. When the preview picture for that background is displayed in the scroll window, select it by clicking on it (or by clicking on **Pick**), or by

pressing **return**. (Each set of backgrounds includes a blank page. Choose the blank page if you want to make a picture without a background.)

You may go back to the **BACKGROUND SETS MENU** to select a different set of backgrounds by clicking on **Go back** or by pressing **esc**.

When you have selected your background, you will be ready to make your picture. Click on **Make a picture**, or press **space** to begin making your picture. This will bring you to **Paste shapes**.

Paste shapes

A scroll window is displayed with a shape in it. The same shape is flickering in a marquee box on the picture. Use the scroll window to find the shape you want to add to your picture. (As the shape in the scroll window changes, the flickering shape in the marquee box on the picture will change along with it.) When the shape you want is displayed, position the flickering shape by dragging it or by using the keyboard. Press **I** to move it up, **M** to move it down, **J** to move it left, or **K** to move it right. (The arrow keys cannot be used to position the shape, since they are used for the scroll window.)

When the shape is positioned, paste it by clicking in one of three places: on **Paste**; in the scroll window; or on the paste icon. You may also paste it by pressing **return** or **1**. As many as 100 shapes may be pasted onto the picture.

You may remove shapes you have pasted by clicking on **Undo** or by pressing **esc**. The last shape pasted will be removed. You may continue to remove shapes in the reverse order that they were pasted, until all the shapes you want to remove are gone.

Icons for **Paste shapes**, **Borders**, and **Print** are in a row below the **Paste shapes** title. You may go directly to **Borders** or **Print** by clicking on the corresponding icon or by pressing **2** for **Borders** or **3** for **Print**.

Borders

A scroll window is displayed with the corner of a border in it. Use the scroll window to find the border you want for the picture. When that border is displayed, select it by clicking in one of three places: on **Border**; in the scroll window; or on the border icon. You may also select it by pressing **return** or **2**.

The picture starts out with **no border** (the last choice in the scroll window list). When a border is selected it may cover parts of your picture that are near the edges of the page. You can paste your shapes on top of the border if you put the border on before the shapes.

You may undo the last border choice by clicking on **Undo** or by pressing **esc**. The border will revert to the last one used.

Icons for **Paste shapes**, **Borders**, and **Print** are in a row below the **Borders** title. You may go directly to **Paste shapes** or **Print** by clicking on the corresponding icon or by pressing **1** for **Paste shapes** or **3** for **Print**.

Print

Select **Print** to print your picture. If **Printer available** is set to NO (see the Teacher Options section on pages 10 & 11), you will be reminded that printing is not available. If printing is available, you may now enter a name to appear at the bottom of your printed page. Type a name, then click on **Print** or press **return**. (If you do not want a name, simply click on **Print** or press **return** to print.) When you click on **Print** or press **return**, you are reminded to check the printer, and printing commences. While printing is in progress, you may abort printing by pressing **esc**.

Make a picture menu

When you click on **Menu** or press **space** while in **Paste shapes** or **Borders**, the **MAKE A PICTURE MENU** appears.

MAKE A PICTURE
M E N U

1. **Paste shapes**
2. **Borders**
3. **Print**
4. **File**
5. **New background**
6. **Start over (main menu)**

To select, either press a number or click on an item.
Select **Paste shapes** (described above) to put shapes on your picture.

Select **Borders** (described above) to change the border for the picture.

Select **Print** (described above) to print your picture.

Select **File** to load, save, and delete pictures, and to format storage disks. (See **USING STORAGE DISKS**, below.)

Select **New background** to start a new picture using the same set of backgrounds. This is also a quick way to erase all the shapes from the picture you are working on. If you have not chosen a set of backgrounds yet, you will be brought to the **MAIN MENU**. *If you have not saved your current picture, it will be lost when you select a new background.*

Select **Start over** to go back to the **MAIN MENU**. *If you have not saved your current picture, it will be lost when you go back to the main menu.*

USING STORAGE DISKS

The **FILE MENU** appears when you select **File** from the **MAKE A PICTURE MENU**.

File

Load a saved picture
Save this picture
Delete a picture
Format a storage disk

The **FILE MENU** allows you to load pictures from a storage disk, save pictures you have created to a storage disk, delete pictures from a storage disk, and *format* storage disks. (Storage disks for this program must be prepared, or *formatted*, by this program before they can be used with it. Disks formatted for other programs will not work with this program until you format them as storage disks for this program.)

Loading a saved picture

Once you have saved a picture on a storage disk, you may get it back to continue working on it (or to print it) by loading it from the storage disk. You may load a picture from the **MAIN MENU** or from the **FILE MENU**.

Select **Load a saved picture** from the **MAIN MENU** or the **FILE MENU**. The names of the pictures that have been saved on the storage disk will appear in a box with the top name highlighted. Move the highlight to the name of the picture you want to load, then press **return** or click on **Load**.

If more than nine pictures have been saved on the storage disk, you will see a wedge below the last name, pointing down. This indicates that more names are listed below. You may see the additional names by pressing the down arrow key, or clicking on the down arrow button when the highlight is on the last name listed in the box. When you have reached the name of the last picture on the disk, the wedge at the bottom of the list will disappear, and the list will no longer scroll up. Scrolling backwards through the list works similarly, using the up arrow, with a wedge pointing upward, above the first name listed in the box. You may also scroll the list by clicking on one of the wedges.

If you try to load from an empty storage disk, a message will be displayed explaining that no pictures were found on the disk. You must remove the empty disk before the program will look for a different storage disk with pictures on it.

Saving your picture

You may save your pictures to a storage disk so that you will not lose your work when you turn off the computer. It is also a good idea to save your work before you print. If you have saved your work you can always get it back, even if you have to restart the program because of a printing problem, power failure, or faulty computer.

To save the picture you are working on, you must give it a name. This is the name you will look for when you want to load it back into the computer. If you are saving a new picture, it won't have a name until you give it one. If you started your picture by loading it from a storage disk, it will have the name you gave it the last time you saved it.

If you save a picture with the same name as a picture on the storage disk, the new picture will replace the one on the storage disk. The program will ask you to confirm that you want to do this. If you want to keep the picture that is already on the storage disk, then change the name of the picture you are currently saving.

Select **Save this picture** from the FILE MENU. A box with a flashing cursor is displayed. Type a name in the box for your picture. The name can have up to 14 characters and it must fit in the box. You can use letters and numbers in the name and periods to separate words (you cannot use spaces). You can erase mistakes by pressing **delete**. (If you want to erase the whole name, hold **delete** down until the name is gone.) When you have completed typing the name, press **return** or click on **Save** to save the picture. If the storage disk is full, you will have to delete a picture to make room or format another storage disk.

Deleting a picture

You may delete (permanently erase) a picture from a storage disk by choosing **Delete a picture** from the FILE MENU. The picture you were working on will not be erased.

Select **Delete a picture** from the FILE MENU. Choose from the list of pictures that have been saved on the storage disk. (Choosing a picture is described on page 8, under **Loading a saved picture**.) Press **return** or click on **Delete** to delete the picture and follow the prompts on the screen.

Formatting a storage disk

This program will format 5.25" and 3.5" floppy disks. A 5.25" disk formatted by this program can hold up to 30 pictures. A 3.5" formatted storage disk can hold up to 175 pictures.

When you format a disk, any data that might be on it will be erased. Make sure that it is all right to erase everything on the disk you want to format. Also make sure it is not write-protected. (Write-protected means that you cannot save or erase anything on the disk.) A 5.25" disk is not write-protected if you can see a notch on the upper right side of the disk. A 3.5" disk is not write-protected if the little sliding plastic tab covers the hole in the upper right corner of the disk.

Select **Format a storage disk** from the FILE MENU and follow the prompts on the screen. The picture you were working on will not be erased.

If the format fails, make sure that the disk is properly seated in the drive. If the format fails again, there may be a problem with that disk or drive.

PRINTING A READY-MADE PICTURE

Select **READY-MADE picture (print only)** from the MAIN MENU. Then pick the set of pictures you want from the PICTURE SETS MENU. Use the scroll window to find the set you want. When that set is displayed, select it by clicking on it (or by clicking on **Pick**), or by pressing **return**.

Next, select the picture you want to print. Use the scroll window to find the picture you want. When the preview for that picture is displayed in the scroll window, select it by clicking on it (or by clicking on **Pick**), or by pressing **return**.

You may go back to the PICTURE SETS MENU to select a different set of pictures by clicking on **Go back** or by pressing **esc**.

When you have chosen your picture, you will be ready to print it. Click on **Print a picture**, or press **space** to print your picture. (The ready-made pictures cannot be changed.)

If **Printer available** is set to NO (see the Teacher Options section below), you will be reminded that printing is not available. If printing is available, when you click on **Print** or press **return**, you are reminded to check the printer, and printing commences. When printing is completed, you will be brought back to the picture set so you can choose to print another picture, if you wish. While printing is in progress, you may abort printing by pressing **esc**.

TEACHER OPTIONS FOR PRINTING

If you wish to change the options related to printing, enter Teacher Options by pressing **control-T**, either when you are asked if you want sound, when you are asked to choose keyboard, joystick, or mouse, or whenever the MAIN MENU or the MAKE A PICTURE MENU is displayed.

An introductory screen explains the purpose of Teacher Options. Then the current settings are displayed. These settings could look like the following:

Printer available: YES
Printer: APPLE IMAGEWRITER II
Interface: APPLE SUPER SERIAL
Slot: 1
Save settings to disk: YES

The first time you enter Teacher Options, the current settings are "default" settings, which are determined by the program based on the computer you are using. The default settings you see may be different from the ones above, depending on your computer.

To change a setting, use the arrow keys to highlight the setting you want to change, then press **return**. If there are two possible settings, pressing **return** will switch back and forth between them. If there are more than two possible settings, a list of the possible settings is displayed. Use the arrow keys to highlight the setting you want, then press **return**.

Printer available This should be set to YES if you have a printer and want your students to be able to print their creations. If you do not have a printer, or you do not want your students to print, set it to NO.

Printer This should be set to your printer. If your printer does not appear in the list of printers, it may still be possible to print. Many printers act like other, more popular printers. This is called emulation. Check your printer's manual to see if it can emulate one of the printers on the list.

Interface This should be set to your interface. Your interface may be a card installed in a slot in your computer, or it may be a port built in to your computer. For example, the Apple IIc has a built-in serial port which acts as a printer interface. If you are not sure, try the default interface setting.

Slot This should be set to your printer's slot. If your interface is a card, use the number of the card's slot. If your interface is a built-in port, the slot depends on the port you use. See your computer's manual for more details. If you are not sure, try the most common setting, slot 1.

Save settings to disk This lets the program "remember" your settings by saving them onto the program disk. Set it to YES if you want the settings saved, NO otherwise.

If you make a mistake and want to cancel all changes (returning all the options to their settings when you entered Teacher Options), press **esc**.

When everything is set as desired, press **space**. The settings are saved to the program disk (if you chose to do so), and the program continues from the point that you entered Teacher Options.

If the program does not print properly and you are sure the settings are correct, try turning the computer and printer off and then on again. If you still have problems printing, consult your printer manual.

Apple IIe, IIc, IIGS, Macintosh LC, ImageWriter II, Apple Super Serial Card, and Apple Parallel Card are registered trademarks of Apple Computer, Inc. Epson is a registered trademark of Epson America, Inc.

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